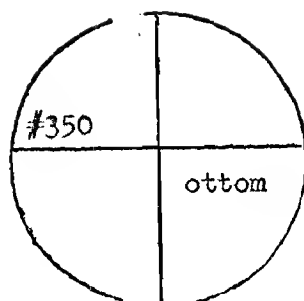


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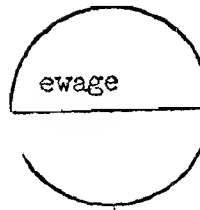
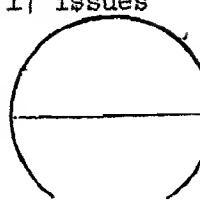
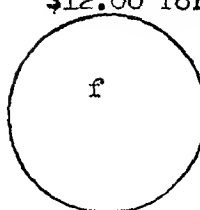
90W
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92Q
92AV
B-62 Need
a number



3-28-93

\$15.00 Game fee

\$12.00 for 17 issues



90W Spring 1917

Turkey thrown out of Gal

Turkey(Ditte r)

A Arm-Sev:
A Gal-Sil:
A Vie-Boh:
A Bul-Rum:
A Ser S A Bul-Rum:
A Bud S A Bul-Rum:
A Ven-Adr:
F Apu-Ion:
F Aeg-Con:
F Ion-Tun:
F Rom-Tyr:
F Nap S F Rom-Tyr:

Russia(Patterson)

A Kie S A Ber-Mun:
A Ber-Mun:
A Mos S A Sev:
A Sev H
A War S A Rum-Gal:
A Rum-Gal:
A Ukr S A Rum-Gal:
A Sil-Boh:
A Stp-Nwy:
F Nth H:
F Bel-Eng:
F Spasc-Wes:
F Por-Spasc:

F5ance(Wingate)

A Kie R Ruh:
A Ruh S A Mun:
A Mun S Turkish A Gal-Sil:
A Pie-Mar:
F Lyo S A Pie-Mar:
F Tyn-Wes;

The underlined moves fail. The French F Tyn is in Retreat.

Press: Mos-Vanquished: Resistance is futile... Lay down your arms!

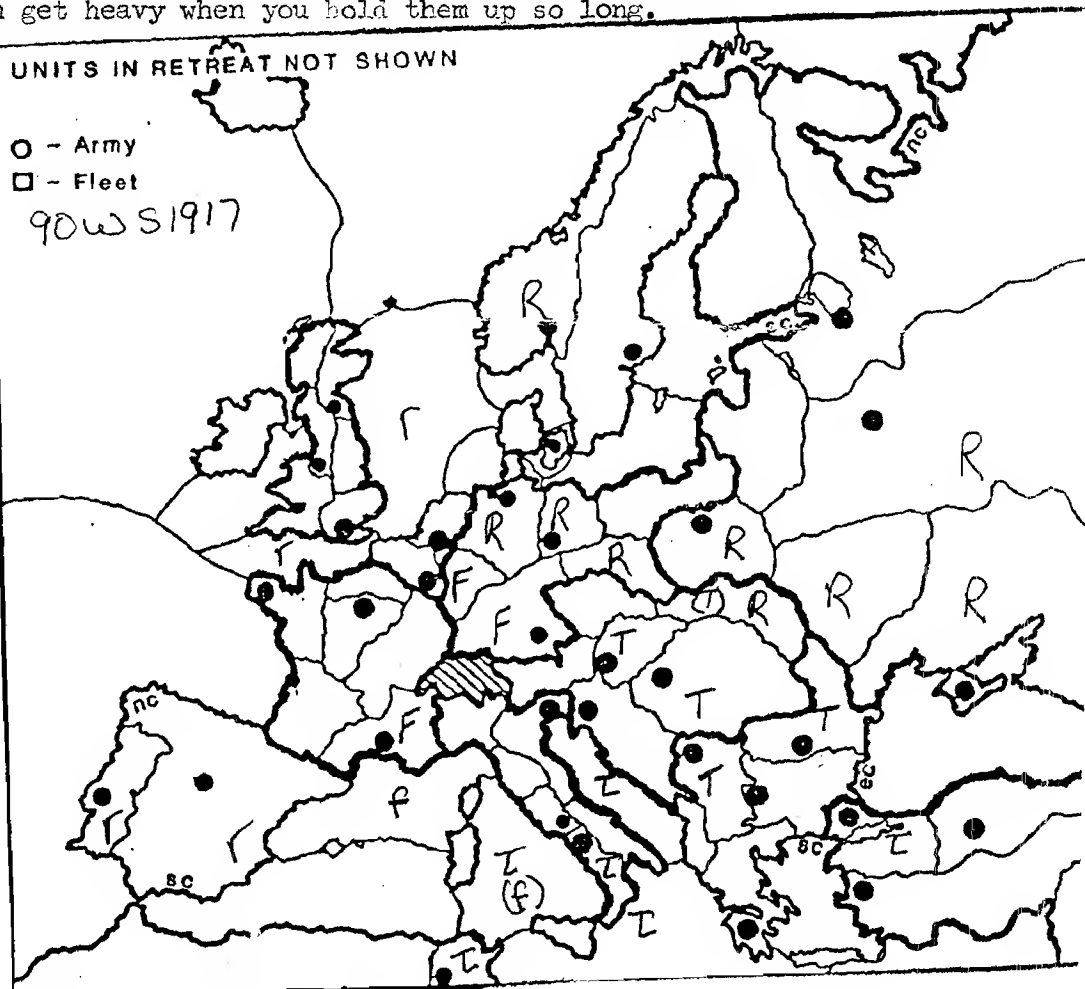
Derot : Those arms can get heavy when you hold them up so long.

The deadline for the
fall moves will be
four weeks away
on 4-25th at noon.

UNITS IN RETREAT NOT SHOWN

○ - Army
□ - Fleet

90W S1917



News and views.

I don't have a full listing on the conventions that are going on, but I will try and give you a few.

Spring Offensive in Peoria will be April 2-4 at IEC

Bob Con in Ferndale should be in May More on this if I get something.

Mich Con will be on Father Day weekend. This will be a good con as they are always, That is the 18th-20th of June.

Grand Con will be the 17th of June at Grand Rapids MI. I'll be there to play and plan things to have a great time.

Gen. con will be in August I think it will be the 19th-22nd In Milwaukee that will be the big show.

Emperor's Birthday will be in Sept I believe the 21 and 22.

Orgins will be in Dallas in July.

Dip Con will once again be part of a major wargame convention. This is the way it should be. Labor day weekend held in conjunction with Pacificon. I'm very happy to see this. I know that I had no say in this, but this is the way that Dip Con should be all the time.

Other news of what is new...

Koplow dice have come out with the swirl D6's they also have these in poly dice sets as well but they are very costly. They look really neat though. The D6's are not too pricy though.

Thunderbolt Mini's have come out with 8 new King Arthur Figures. They have Red Knight, Sir Bruse, Sir Tarquine, Scoreress Melleus, King Pelinore, Sir Kay, Balyne of Two Swords, Sir Gareth all are \$6.95. These are some of the best figures on the Market today the details are great and they look even better when they are painted.

Back in Stock MB Quest packs for Hero Question the Elves and Barbain.

RAFM have come out with five new Mekton figures these are their BattleTech types of figures for use with the Mekton games. They have also come out with the first sets of their 15mm figures for the ACW, you get a pack of 100 for \$20.00 These are good figures at a great price. They have only kepis marching, advancing, and skirmishing, If you are into ACW I would take a look at these Games. or these figures I should say.

Wizards of the coast have come out with the Complete Alchemist, which is a rework of the old Barditem of the same name. the cost is \$11.00 up \$3.00 but not bad since it has been years since it has been out.

Ospery Books have come out with Armies of the Muslim Coquest, Irish Wars 1485-1603, Nap, Italian Campaigns Flags of the Civil War #2 that is ACW. In the new warrior series they have the Norman Knight and the Waffen SS.

9110 Winter 1908

Winter nly by requests.

Turkey(Patterson)

B A Smv A Con

B F Ank

Russia(Senzig)

A Ber R Pru

F Rum R Ela

R F Edi:

No Press

Deadline is the

25th of April

at Noon for

the Spring 1909

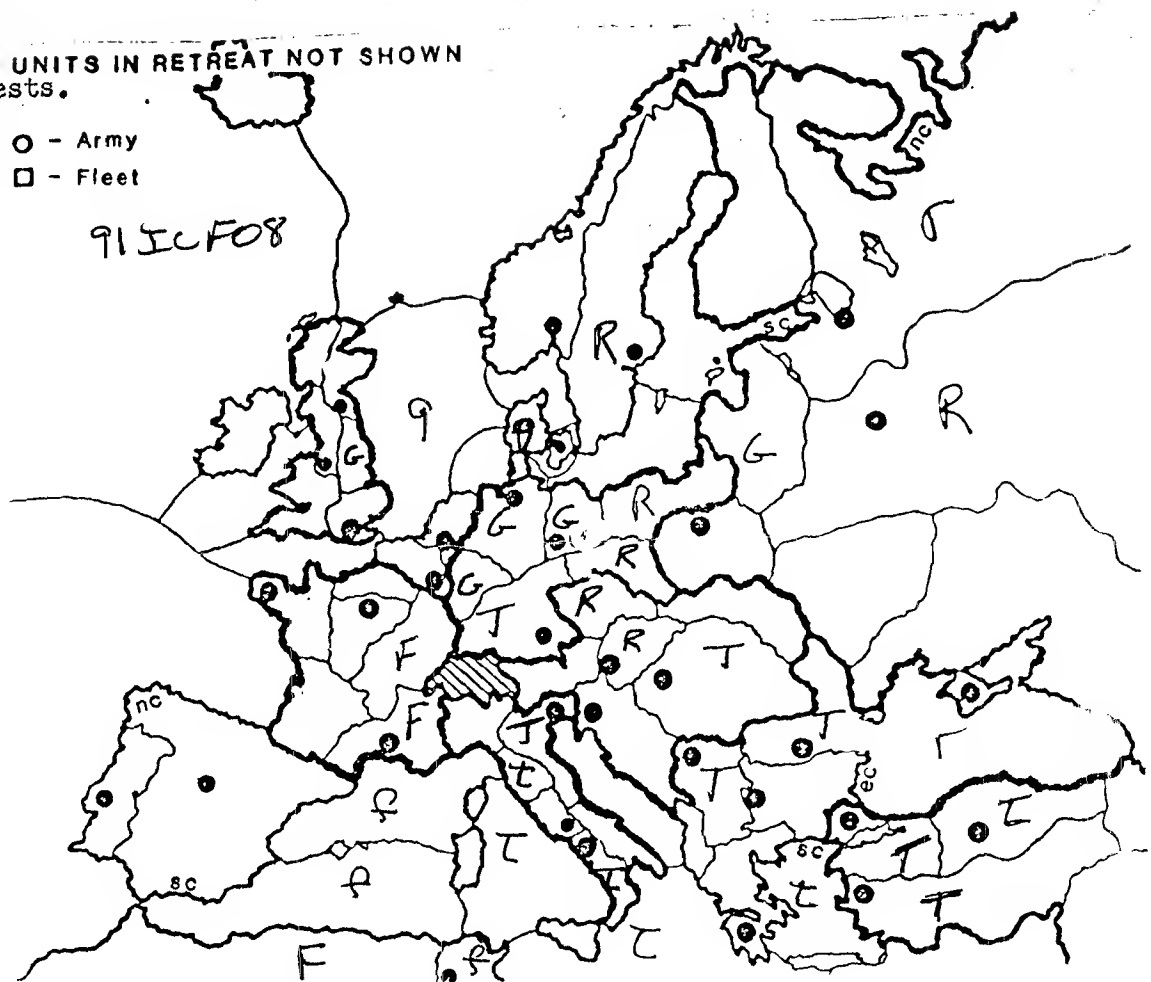
moves.

UNITS IN RETREAT NOT SHOWN

○ - Army

□ - Fleet

9110 F08



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Jeff Yandora,

4644 Fillmore St,

Pittsburgh, PA 15213

More news of what is new.....

Fortress miniatures, a little company from Elwood In has come out with some interesting figures. They have a nice looking Brain Worm, a great Pigsus(that is right a PIG) and a Pack Rat(Gaint Rat with equipment etc on it).They have some good looking Knights as well, though they are not up to Ral or Cit or some others they have come a long way and they are getting better. Beware, look at what you buy but there are some good numbers that they make.

West End Games have come out with two new items for Star Wars. Since the 2nd Edition Star Wars has taken off. I feel that it is a great gaming system. Anyway they have the Guide #3 on the Scouts, and they have the Twin Stars of Kira. These are nice looking. The Guide is a good source material and the Twin Star is a module with source material. Both are worth the \$15.00 that they are charging. They have also come out with two new figure sets, Rebel Tr opers #4 and Bounty Hunters #2.

Steve Jackson has come out with GURPS Martial Arts Adventures, Toon Tales and a reprint of GURPS Conan. Conan had always been a slow seller ,and I d n't know why they reprinted it. GURPS has been a slow seller for some time now, I wonder why they put so much into it??

From Fifth Coloum Games we have Buena Vista. This is a folio game at \$22.00. Covers a period of The Mexican American War in the year 1847 Feb 22-23, Rule, gaint Map and counters. None are reall well done though they are not bad, just plain.

Excalibre has come back out with three games. Mukden 1905, Tannenburg, and Konigratz. The cost is about \$12.00. These are S & G games, you get a map rules and counters. They are not die cut counters, they are pringed on Cardboard and thin at that and they are simply done. Nothing great here. They are good games that you will be able to play and play. The counters are useless you need to make them better. They don't have lines so that you can cut them straight.!! Only for collectors and those that like this type of game.

Seeker Systems have come out with The Research facility for use with Traveller. Though this and the corporation Building can be used with Marvel, DC, Cyberpunk,ShadowRun and all those types of games any game that used 25mm figures this game would be good for, even Star Wars, Space Hulk, and others if you need floor plans pre done for you then this is the way to go. They are well done and very useful. I have not seen Mega Set #1but it certainly sounds very interesting.

Europa Magazine # 29 is out

Ral Partha has come out with Mech parts in the new Raladium. These are \$9.00 each. One Pack is WeapOns the next Heavy and Assault Mech Arms, Medium and Light Mech Arms, Shoulder Sockets, weapons, Missiles, and Jump jet with Fins make up the six packs. Now they only need to come out with a box set of just bodys and heads then anyone will be able to make up their own Mechs. I bet having 3-4 box sets with various parts for light Medium Heavy and assault Mechs would go over better than these Blister. You would have what they list here aswelll as bodies, and differet heads and feet, thus any one would be able to make any Mech that they would like. Yes sir four Box sets of Mech pieces making up 4 Mech in 100+ different combinations would sell really well. Ral Think about it if you don't I will.... Ral has also come out with the first Diorama in the new metal. this one is walled Durin's Doom and it is three Dwarves raiding a Dragon's Lair and the Dragon has just come home. Interesting but not for me right now cost is \$40.00.

91 H Winter 1911 Spring 1912 Munich Falls!!!

Italy(Lachick)

A R m R Tus

A Bur S German A Mun:

F Bre H:

F Lyo C A Tus-Mar:

F Tun-Ion:A Tus-Mar:

France(Patterson)

R A Pic:

A Par-Bre:

Germany(Hodel)

F Bot S A StP

A StP H:

F Hel-Den:

A Bel H:

A Mun S A Ber:A Ber S A Mun:

A Kie S A Ber:

England(Tiffany)

F Wes-Tyn:

F Mid-Wes:

F Eng-Mid:

Turkey(Gavigan)

B A Smy:

F Con-Bla:

A Smy-Nap:

F Aeg C A Smy-Nap:

F Ion C A Smy-Nap:

F Rom S A Smy-Nap:

A Ven-Apu:

A Sil-Mun:

A Tyo S A Sil-Mun:

A Boh S A Sil-Mun:

A Gal-Sil:

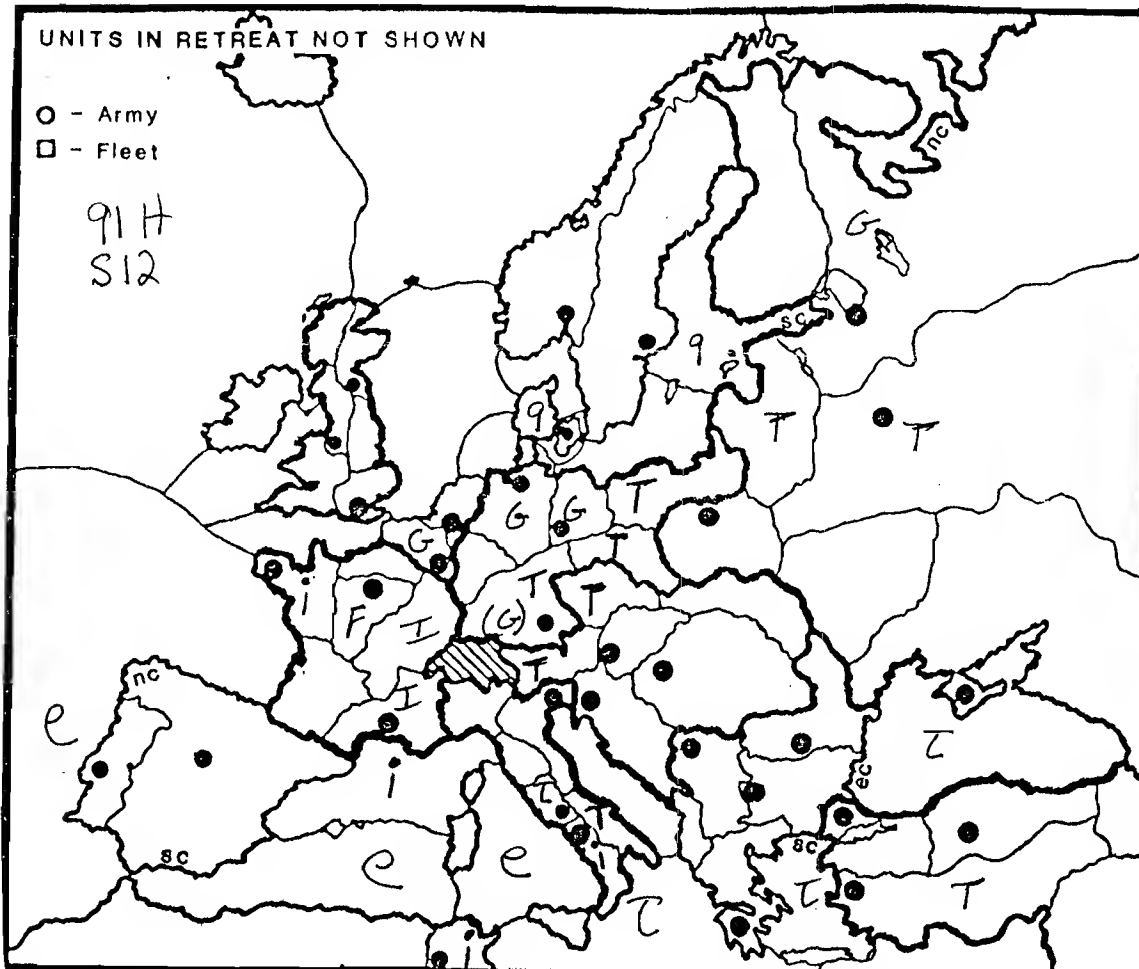
A Pru-Ber:

A Mos-S A Liv-StP:

ALiv-StP:

The underlined moves fail: The German A Mun is in retreat
Press: Russia: Says Goodbye:

The deadline for the fall moves will be the 25th of April at noon EST



More of what is new...

Fire Movement # 35 is out

Moves #74

S&T #153 Red Sun Red Star is the game on Russia and Japan in 1939

TSR has come out with some new novels, one for D&D Dragons Tomb. The first in the Drag & Lance Villians called Before the mask. for Forgotten Realms Harpers book #6 called Crypt of the Shadow king all at \$5.00 They have also come out for D&D The Creature Catalog, a 150 new monsters for the basic D&D game.

USA Miniatures also known as pewter Craft, have come out with some new 1/285th tanks. I have some of the treaches that are made out of really cheap metal, but they look ok and when painted they look really good. I have not seen the the armor though. I'm trying to get away with looking and getting some samples of the ruins that they have and the houses they make. These are great for Battle Tech I'm looking Forward to adding these to my Collection.

White Wolf #34 has come out

Star Letter for Star Fleet Battles #82

Operations # 3 fr m the Gamers

Orotoculture addicts #17 and 18 for RoboTech and Japanese animation people.

Future Wars #31 is at the printers and should be out in 10 days.

FASA has come out with Paranormal Animals of Europe for ShadowRun game system.

From HTD games we have Gate Crasher, a wierd game of High Tech and High Fantasy with horror thrown in for good measure. \$20.00

In Service Miniatures 1/285th armor have come out with the M-40, the M42 which is the ammo carrier for the M-40, and the HMMTT wrecker to cart these off the field if arecked.

Mecha Mag #6 is out

Command #21 Blood and Iron is the game, the battle of Koniggratz, I talked about a game on that battle Earlier.

Lost Province Mag #1 and #2 this is a Scottish War game Mag dealing with FRP's and other games.

Hero and Ice; Dark Champoins have come out, this ais a really hot item for the Champions players all players will want to be able to get this zine., or book, it is a must have, the best that they have done in a long time. Night Brood, see the Review has come out as well as Space Master Comp. I a reprint.

Inaus Pubs have come out with two more Cyberpunk items. They have Survival of the Fittest, more vampires in CP They also have Sun Knights all sorts of stuff. Then they have come out with Now I Ray me down, this is the second in the Necrology series for the CP game. I feel that I have lost touch with the people that play these types of games, maybe I'll have to play once...

From RTG they have EuroTour for Cyberpunk Rock n roll in the war zone, lots of high energy with this one set across europe.

The Review Page

Night Brood

ICE \$20.00

Night Brood is the first silent Death Box expansion. The Hatchlings as they are called are an insect like race that sorta forms out of materials that they are dormant in and out they come. The ideas come from Aliens and movies like that. What they have done is added a lot more things to the game and new Tech, that is different from the normal game. Some different weapons that means new tactics need to be used because you are up against different types of weapons, and different types of ships.

What you get in the Night Brood is six metal miniatures of their ships. You get an entire sheet of counters which are really well done. They have all the Night Brood as well as well as the Blackguard counters. The Rule Book 58 pages long. Artwork is good, the figures look good and things look pretty different. Nice job on what they have done.

The rules book gives you a back ground on the Hatchlings and a history of what we know about them. This is some different reading and you need to read this to find out how they operate. If you want to play them then you need this. Then you have a listing of the units that are involved in the fights. This again is needed if you are going to play the campaign games. Then they have the stat sheets for the new ships. Then they have the new rules. After all that is what we really are after here.

The Hatchlings have a mini jump pod movement. This means that they enter hyper space for short distances. In game terms this means they can add from 2-16 hexes in a straight line movement. Thus the jump and they are here. These are limited by the number of pods that they have and there are 3 different ones that they can use.

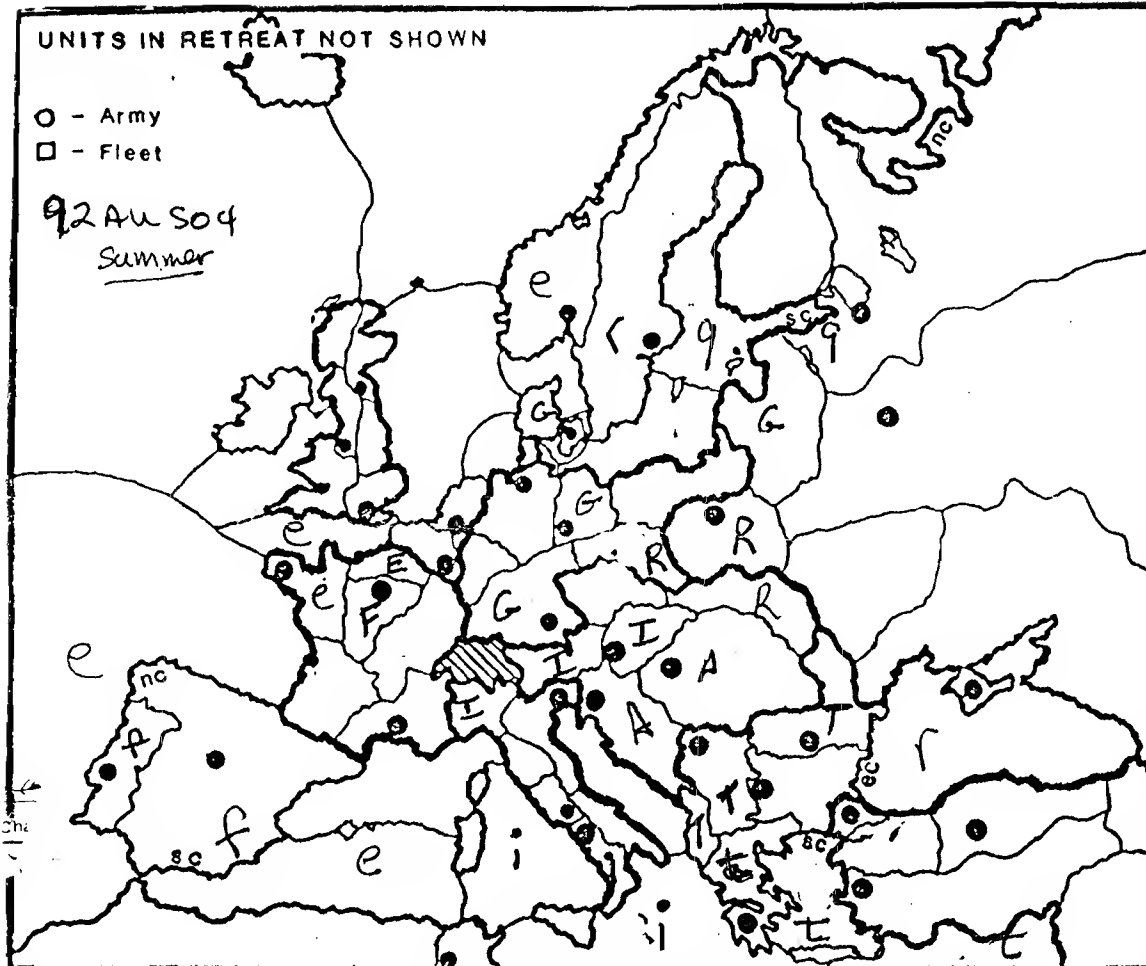
If you are using a time limit the Hatchlings get 1 minute compared to 30 seconds. The defensive values are part of the piloting of the hatchling thus every ship can be different even if it is the same type of ship. Hatchlings have no Torp defenses. They can only dodge, ECM or use ink. or use the Jump Pods. Ink means that a cloud of stuff is in the hex and on a roll of 2 from a D4 the Torp is lost and dies there, same with the jump pods the Torp might lose the ship because of the jump again a 50% roll.

The main weapons for the Hatchlings are beam weapons. These can wrap around so you can attack any side of the ship. These beam weapons do times damage. Instead of adding you will multiply to get the damage points thus you never know how much damage you will be taking it can be a lot if you are not at all lucky, though these weapons need you to move slowly to be able to hit you.

The next item are the drones, these are mines that can move, or guns that can be moved. They fire at anything going over the speed of 1. They have a certain amount that they can lay, and there are different types of drones, doing different damage as well as different ranges. Thus once these are laid they will attack enemy ships. This can be very deadly for you all the time. These things make you plan way ahead and they can channel your attacks. They are more a harassing type of weapon than a deadly one, but if you forget where they are...

The Drive leech is a nasty weapon as it fits the drives of the ship and slows you down, other than that it doesn't do too much, but once you are slowed down the beams tear you apart. The Spore launcher is much like missiles. The Spore Moles if they hit take out crew members only and they only have a range of 6 hexes. never get too close or you can lose your ship right away. Ink affects beam and cannon weapons as well as Torps. Then the granddaddy of the all the Grappling tube. When this is deployed it attaches to the ship sucks the damage off the ship and repairs its damage as well as restocks munitions that it might have used up. It is very hard to use, but when you do they go the ships, they are sucked right up. The Tow Hooks allows the Hatchlings to tow dead ships to where they want.

The Hatchlings have to have different gunnery for each weapon, not per gunner. thus each weapon will have a different gunnery for it. Those are the rules that are added. You can see already where this can lead. They have some very interesting things going on. The Hatchlings have got to be much more alert to tricks and traps and how to use them, forcing the ships to be where they want and going as fast as they want them to cut them up. The play is different from the normal game, there is a lot more thinking going on now and planning your move is much harder. They can jump right up behind you and zap. But the Terrains can counter this. Very nicely done with balances and counter balances for the weapons.



92 AU Summer 04
I forgot the English moves with last issue and I sent out the revised map Etc with the map but extended the deadline one issue.
Russia(Ditter)
A Bud R Gal

Germany(Payne)
A Sil R Pru

Deadline 25th of April
Press:

E-I 3 Builds for Italy how many bonus points will you get for that.
Eng-Fra: Making deals with Italy? Have we got some mutal areas of interest? More after this weeks installment of As the Rocks Turns
E-G Kaiser, Kaiser, Kais Kraut, King Joe Kan't kooperate, kindly Monck's kindness.

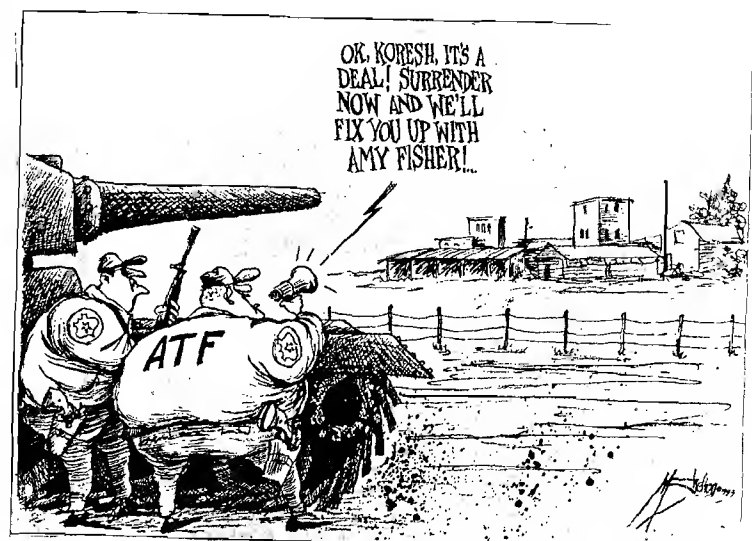
E-Herb, GM Ferndale: I there a connection to finding papers face down and a sunday morning?

Derot: I don't know? all I know is that they line the bird cage Mon-Sun.
Fernadale: Things grow in funny ways. Thus the funnies must be on the top.



"When I met John Major the other night, he slapped me on the back and said, 'You know, you don't look anything like your passport photos'."

BILL CLINTON, in a joke-filled speech he gave at a Washington dinner for TV and radio reporters



More News.. but the last page of it.

Ral has also come out with 5 new Mechs The Thorn, Hermes, Flashman, Champion, and Sentinel between \$3.25-\$5.00 each.

Stroke and Dagger Magazine #4. This is one of the best zine out there if you like Painting and words on the people that paint and make figures.

White Wolf has come out with the Ways of the Wolf for Werewolf from White wolf, Too many wolves if you ask me.

Knights Pawn an BattleTech Novel is out. this one is not written by Mike Stackpole. It is pretty good, but the characters are not as well developed as in Mike's Book's and the plot is a bit thin and the ending sounds very very contrived, but it was pretty good reading anyway.

Atlas Games have two new things for their game, Over the Edge. I have not looked at this game very close and neither have a lot of other people. they have come out with Sylvan Pines, and Airwaves.

Well that pretty well brings back to where we were last issue.

Also Pagan Pubs have come out with the C of Cth Card game called Creatures and Cult's Card Game cost is \$7.00

Comments and Opinions of the GM...

It is really good to see Dip Con going to a Con like Pafaic Con. It will help showcase the hobby. We need to get Dip at More Cons. I remember when every con had a Dip Tourment. Well that is no longer the case in fact very few do. It is time to reverse this trend. and start to bring back Dip Games. With that you will see a big up lift in the PBM of Dippy. Dip is a very popular game out there and just about every hobby shop game store etc, that has games will carry this game. It sells better than most AH games so why is PBM dippy dieing? I'll tell you because Dippy has not been promoted like it was in the 70's and in the 80's we sat on that and now the decline has come. It is time now to start to promote the game again and at the large cons. Is the Dip Committee running anything at Origins in Dallas?? If not same on you, what about Gen Con?? If not shame on you.

It is good to see all the new releases since the last issue. I was wondering when things would break loose. In the next two years there will be a major restructuring of the game people. a couple of the old Stand bys will be very shaky if around at all. A couple of the newer companies will take their place. 33W by default has become the leader of the historical gamers. They will not last. Some games are good some are not. There is no constance with the games. They are on the average getting over all better, but there are a lot of Dogs out there. The best are the Acients series and the Medevil and ECW games. Many of the others are so so at best. Some one will replace them, because there is a demand for good WARGAMES.

The Gamers have started something good. They have a lot of games for the diehards. They added a simple one Stalingrad Pocket, and a a little above average game in Guderians Blitzkrieg. They need a game or a series of games that can be played in 3-5 hours that are not quite as large as Stalin Pocket. They would become the runaway leaders if they did that and put out 2-3 MORE games per year. it all takes money I know.

Clash of Arms games will be coming out with a series of very playable games and very good ones, based in the ACW and Nap. look for many good things from these people this year. These three companies are the soul of the Wargame, historical right now. AH adds a few things, but only safe best now, they are not the cutting edge like they once were.

BOAST yess this is the last page

I have deciede to write the last page for Herb. The old one was burning
No Hreb isn't burning the old page was! I am Herb's wife, Constance, 5'2"
with a correction pen in my hand typing about a maginze that has been around
Herb Barents longer than me. Every 3 weeks on Sunday you can find Herb typing
BOAST, from Noon on. If you like press in your game please send them in. He b
in joys them so do others. This is a labor of love of the love of games from
my husband. He only charges fee of 15\$ for a game and 10\$ the second one.

Herb sometimes in clouds news of new games that are out. Or where a
convention will be held. If you want any thing in this mag. let us know. If you
see any of the Barents at a convention please stop by and say Hi. (boy dought
Herb need a new type wriyer .this one is sick) .

If you don't know we have raised 3 kids, herd of cats, dogs, birds, fishs,
and now thanks to our oldest son, as a present to his sister, we have bunnies
bouth sex! We have moved only 3 times, staying the longest in Detroit. If in
town we have room as long as you all don't all show up at the same time!

*Constance
Barents*

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